

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1 Claim 1 (original): Method for using an electromagnetic
2 scratchcard (1) to provide services between a terminal (6)
3 accessible to a service customer and an infrastructure
4 comprising a network (7) and a server (8) of a service
5 provider, whereby an activation code (3) is present in
6 electronic or magnetic form on the electromagnetic
7 scratchcard (1) and the activation code (3) is used to
8 activate a card balance (13) that is associated with the
9 electromagnetic scratchcard (1) and is accessible to the
10 server (8).

1 Claim 2 (original): Method according to claim 1, whereby a
2 unique card ID (2) in electronic or magnetic form is present
3 on the electromagnetic scratchcard (1).

1 Claim 3 (currently amended): Method according to claim 1-~~or~~
2 2, whereby the activation code (3) can be read out by
3 offering an activation challenge (9) to the electromagnetic
4 scratchcard (1), whereby the activation challenge (9) must
5 be equal to an initial challenge (4) that is present in
6 electronic or magnetic form on the electromagnetic
7 scratchcard (1).

1 Claim 4 (original): Method according to claim 3, whereby a
2 result (11) present in electronic or magnetic form is used

3 to show whether the activation challenge (9) offered to the
4 electromagnetic scratchcard (1) is equal to the initial
5 challenge (4) present on the electromagnetic
6 scratchcard (1).

1 Claim 5 (original): Method according to claim 4, whereby the
2 card ID (2) and the result (11) are received by the
3 server (8) via the network (7), and the server (8) verifies
4 whether the result (11) corresponds with the activation
5 code (3) associated with the card ID (2) in a database (10),
6 such activation code check (14) being equal to the
7 activation code (3) on the electromagnetic scratchcard (1).

1 Claim 6 (original): Method according to claim 5, whereby the
2 card ID (2) and the associated activation challenge (9),
3 activation code check (14) and a reducible card balance (13)
4 are located in the database (10) accessible by the
5 server (8).

1 Claim 7 (currently amended): Method according to ~~one of the~~
2 ~~claims 4 through 6~~claim 4, whereby the result (11) is given
3 the same value as the activation code (3) if the correct
4 activation challenge (9) has been offered to the
5 electromagnetic scratchcard (1), or otherwise is given an
6 error code E1.

1 Claim 8 (original): Method according to claim 7, whereby the
2 terminal (6) can read out and verify the result (11), and
3 whereby the terminal (6) gives a report if the result (11)
4 corresponds with the error code E1.

1 Claim 9 (currently amended): Method according to ~~one of the~~
2 ~~claims 3 through 8~~claim 3, whereby a challenge (5) present
3 in electronic or magnetic form on the electromagnetic
4 scratchcard (1) shows the status of the electromagnetic
5 scratchcard (1) and can be given the value of the activation
6 challenge (9) offered to the electromagnetic
7 scratchcard (1).

1 Claim 10 (original): Method according to claim 9, whereby
2 the terminal (6) reads out the challenge (5) in order to
3 determine the status of the electromagnetic scratchcard (1).

1 Claim 11 (currently amended): Method according to claim 9 ~~or~~
2 ~~10~~, whereby the challenge (5) is set to a value C2 if the
3 card balance (13) for the card ID (2) has been used up.

1 Claim 12 (currently amended): Method according to ~~one of the~~
2 ~~claims 3 through 11~~claim 3, whereby the activation
3 challenge (9) offered to the electromagnetic scratchcard (1)
4 is stored on the electromagnetic scratchcard (1).

1 Claim 13 (currently amended): Method according to ~~one of the~~
2 ~~claims 3 through 12~~claim 3, whereby the activation
3 challenge (9) originates from the server (8).

1 Claim 14 (original): An electromagnetic scratchcard (1)
2 arranged to provide services to a service customer by means
3 of a terminal (6) via a service provider's infrastructure
4 comprising a network (7) and a server (8), whereby the
5 electromagnetic scratchcard is provided with a
6 processor (12), a memory (15) connected to the processor and
7 an input/output unit (17) connected to the processor and

8 used for communication with the terminal, whereby an
9 activation code (3) is stored in the memory (15), and the
10 processor (16) is arranged to activate a card balance (13)
11 that is associated with the electromagnetic scratchcard (1)
12 and that is accessible to the server (8), by means of
13 communication with the server and use of the activation
14 code (3).

1 Claim 15 (original): An electromagnetic scratchcard (1)
2 according to claim 14, whereby a unique card ID (2) and an
3 initial challenge (4) are also stored in the memory, and the
4 processor is arranged to read out the activation code (3)
5 after receiving an activation challenge (9), whereby the
6 activation challenge (9) must be equal to the initial
7 challenge (4).

1 Claim 16 (original): An electromagnetic scratchcard (1)
2 according to claim 15, whereby the processor is arranged to
3 store a result (11) in the memory, such result showing
4 whether the activation challenge (9) offered to the
5 electromagnetic scratchcard (1) is equal to the initial
6 challenge (4) present on the electromagnetic
7 scratchcard (1).

1 Claim 17 (currently amended): An electromagnetic
2 scratchcard (1) according to ~~claims 15 and~~ claim 16, whereby
3 a challenge (5) is also stored in the memory, such challenge
4 showing the status of the electromagnetic scratchcard (1)
5 and being arranged to give the challenge (5) the value of
6 the activation challenge (9) offered to the electromagnetic
7 scratchcard (1).

1 Claim 18 (original): A terminal (6) that is connected to an
2 infrastructure comprising a network (7) and a server (8) of
3 a service provider, whereby the terminal is equipped with a
4 terminal processor (18) and terminal input/output
5 devices (20) to be able to communicate with an
6 electromagnetic scratchcard according to one of the
7 foregoing claims, such terminal processor (18) being
8 arranged to send the electronic data received from the
9 electromagnetic scratchcard (1) over the network (7) to the
10 server (8), and to send the electronic or magnetic data
11 received from the server (8) to the electromagnetic
12 scratchcard (1) and to read out a challenge (5) present on
13 the electromagnetic scratchcard (1) to determine the status
14 of the electromagnetic scratchcard (1).

1 Claim 19 (original): A server (8) that is connected to an
2 infrastructure not directly accessible to a service
3 customer, such infrastructure comprising a network (7) of a
4 service provider, and connected to a database (10), such
5 server (8) being arranged to:
6 - receive from a terminal (6) electronic or magnetic data
7 via the network (7);
8 - compare the electronic or magnetic data received from the
9 terminal (6) with the electronic or magnetic data contained
10 in the database (10);
11 - retrieve electronic or magnetic data from the
12 database (10) on the basis of electronic or magnetic data
13 received from the terminal (6) and send such data via the
14 network (7) to the terminal (6);
15 - modify electronic or magnetic data in the database (10)
16 based on electronic or magnetic data received from the
17 terminal (6);

18 - retrieve from the database (10) an activation
19 challenge (9) associated with a card ID (2) and send it via
20 the network (7) to the terminal (6), such card ID (2)
21 received via the terminal uniquely defining an
22 electromagnetic scratchcard.

1 Claim 20 (original): A server (8) according to claim 19,
2 whereby the server (8) is arranged to reduce de card
3 balance (13) in the database (10) depending upon a service
4 provided to the user of the electromagnetic scratchcard.